Lands of Lore 2: The Guardians of Destiny is dedicated to a member of Westwood's team - Robert Richter Parks - better known as Rick (5.11.1950 15.12.1496).

Rick's like a master printmaker

_was most responsible for the appearance

These fantastic games: Unfortunately, he tragically passed away not having time to see the success of his masterpiece. Let's hope that his associates will be able to maintain a high level of graphic presentation and attention to detail, which has always been

was Rick's trademark.

LANDS FOLORE II

GUARDIANS OF DESTINY

The Caves: of Draraclea"ah dp NOMRGadpan eco onako ć Fhe'Hallsof

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Weapons / Special Items / Shields / Armor / Alchemical Combinations ------- 32

In this excellent Westwood game, the

player has a high degree of freedom, which makes it very interesting but also quite difficult. The game has a great help, it is activated by pressing the button

iu and greatly helps regarding the interface and use of the most diverse-

: them objects. Speaking of them, the most important thing is to know that

YOU CAN'T THROW AWAY THINGS YOU DON'T KNOW ABOUT

: WHAT ARE THEY FOR! It can happen to you some items

picked up at the beginning of the game, need only at the end, and

If you threw them away, you'll have to go back a dozen levels

: backwards, which can be very depressing. If something really and

And you need to get it out of inventory, let it be ingredients for and

Pell's or something of a weaker weapon and armor. Two very

Useful items to wear to the very end are

Great Blizzard Ax and Valkyrie Crossbow. Most of the poultry

will leave you alone if you do not attack them. In

Otherwise, they can be joined by mom, dad and others :

family lunch. Because some though

We need to attack for Experience Points, attack

Lone targets. And the most important tip: DO NOT

URITI, thoroughly review the entire map and discuss-

and with all of them. If you saw the holes in the rooms through which the

the lizard could sneak through, these are the most hidden pros-

or shortcuts to other rooms.

The Caves of Draracle

You just escaped from the dungeon, changed shape three times, and fled to the caves. The first thing you should do is approach the group of crystals and take the stalagmite _4 : as a weapon. Also get closer to the water, and on the : right side, along the wall pick up three parts from the Cave Aloe plant, which otherwise serves you to heal the : wound. Now go to the exit, and you'll see the guards coming through. Attack him from

behind and steal him. : So you will get a short sword and sometimes armor.

: You can continue south, but there is a nice por-&ilk ; and there are guards eager for target practice, and probably

: you won't survive, so head north. As you go : you will see a large stone block that obscures the passage to the : left and the second passage from the right. Come to the end of the right : aisle and you will change the shape. If you have turned into a lizard, then you can go through the passage to another room. and

: If you have turned into a beast, you can go back :

: to the big stone, push it away(only walking the passage if | : forward) and reach the room. Continue to the north and : turn | : you will come across a large underground lake. On the right side of i pai H (slightly north of H M Lake) is a

room with

the middle and several smaller streams that flow into it. If ; you attack stalagtites from the :, from which water flows, water will flow into the room

Guard in the oil money

—-..._

And lever on the wall and enter the mirror to cross to the south

: and sink some of the guards. This allows you to get B a little better equipment and Mana Foila. around the corner is_: : there is a part with two built pillars. You can click on: discover, than there are only gifts on the table. If

: them and pull them to free the passage. After you: click on the Tapestry on the wall, and on the wall behind it open

: pass you can attack the weaker pillar(at the exit of the walk--- : will be a secret passage that leads to the Draracle Museum that

R nika) to tear down the ceiling and bracket the passage for the guards. : contains a lot of interesting things. At the end of the hall in

Start to the right of the pillars and you will come to the room with four : the wall on the right (slightly behind the torch), located

: Exits. In the Northwest Room you will find the boxes and: Skeleton key. Inserting it into various triangular cracked-

: passage out of reach. Arrange the boxes (click and hold: you can find out a lot about the exhibit,

: left mouse button and walk) one to the

other to age
i: only after use always take it with you,

the stairs to climb into the passage. Here: because you will need it. Explore this area thoroughly, and

: there are only two broken maces and one orc shield, but you should also find Long Sword Prism without any problems , Ax

Stacking boxes is a good exercise. Next: of the Long Arm and the cracked sword that you will later : : (Northeast) room contains a being that recognizes you: fix. I will describe only the more interesting parts of the museum- : : : (when you click on it) and says that he has a gift for you, — : I. At the very beginning, there is Orb in the claw, if and but he dies before he can give it to you. Click on the door and you will receive a welcome message. H: The southeast are locked, but can be opened, if R in front of it is a hidden

opening in the floor. Click on it and : : cut the chain (attacking it) in the wall next to the door. U: Put Skeleton key and will open a passage behind Orb. and that room is located Ancient Magic Stone hidden in : There you will find scrolls for Heal, Spark and Summon. z : garbage near the end of the room. Now go back to the crumbling pro- : Use(W) Summon, to learn it. To the North and the Gate and proceed another way. Black pools are from: there is one smaller room behind the bars. Don’t give it a : oil, and if you throw a Spark spell, they will burn. ; try to open, but just throw a Spark spell : : : Proceed further, buying all the Aloe you see along the way, : inside, and a portion will explode revealing Dragon Stone, and you will arrive at the room with a large lava pool in the middle : which you can pick up. On the south side there is also a dini. Proceed north on the left, to the aisle and: a large blue crystal. After you insert Skeleton key

To the left. As you enter, you will see a guard standing in the stand: in the rack, the room will be lit up. Hit the oil pool three times...Hmm, Payback time. Throw Spark and the crystal and pick up the pieces that have fallen off. It's Fire spell, and enjoy the scumbag's roast. Continue North: Crystals, and to "fill" them, bring them to the fire along the edge until you reach the bridge over the underground river. By breaking vases in the corners of the rooms you find after exchanging a couple of curses with a guard, he will : you will Ivory Chips. There's only two in the museum. Close the door. Pull the lever in the wall at the beginning : The only place I found that use it is to get rid of the bridge and the door will open. Enter the guard's room and the R puzzle in City of the Ancients at the end of the game, but take Light Crossbow, Pyro Pod, and Guardian Sword. : you can find them there, if you need them. Cross the river, open the door and enter... : On the east side of the museum there is a closed

exhibition about

: Time travel. You can open the Halls of Draracle

; using the key, or pulling the lever located After talking to Draracle, you enter its a

Behind the last painting in the gallery north. When you enter the chamber. You can go back to him twice more for information - the second time he talks to Dawn and Bacatta. Go through the door, to the table. Don't touch the skeleton, and he'll leave you alone. Take the items that Dracle left you. You can pull

ka ca

Dragon Stone

Both] Claw

[Mirror

Zimaj | "Leverage Exhibition: A Journey Through Time;

m la Dragon's ZU : Blood

2 Skeleton

— [Stan Okey

Fire Crystal |

P

: break the glass on the hourglass and tamp a couple of times ; on the hole on the wall that formed in the same room.

Jump through the newly formed hole in the wall, and continue

: hallway. "Retire" the skeleton that's there

: you find, and pick up the vials with the

dragon

: blood (Dragon's Blood) and do not use them yet (otherwise they serve as a bomb). Remove the lever from the door and enter the dragon room. Talk to the dragon and he'll come and take you to the southern continent. Don't attack him!

Julime Forest

29) Begins CD 2

This area is a large rainforest and it is difficult to manage in the beginning. You will appear in the clearing. Head north and you'll find something similar to a two-headed cougar. Sometimes they will attack you, but most often they ignore you. These rainforests are full of poultry, and believe me, you don't want to make them angry. Don't walk under a spider because it might poison you. There are a lot of bushes on which there are three clearly expressed light-green leaves;

These are Aloe plants,

Wound healing. You can also run into an apiary, from which you can take wax. BE CAREFUL, do not take more than twice in a row, because the bees could take you as

: Target. Going North with

River that | >, dry D KaRE "<

554

Huline Caves

: you will come across Huline, who guards the village. He's not letting you ; into the village because Shalla and her daughter are missing. There's no other way: you have to look for them. Walking towards the West,

: you'll come across two Hulina-mothers who don't really look- and: : she's

overjoyed to see you, and they tell you very little. If

: you are going through the forest towards the West, holding between two and : streams you should come across Kity'ara's house. Good sign i: that you are close are two bridges side by side over H : stream. From there, head a little further south and further west, and ; you'll find her. Kity'ara is overjoyed to see you and to allow you : to take almost everything she has, except the sword : : Firestorm, for which she seeks Power Orb in exchange. He'll say

: you for Power Orbs, for the Monastery, and the savages, who live

East, over the dam. After that, head south

; the path and we should come across Hulina's mothers again.

After talking to them, head to the

southwest.

: You will come across an area of dry grass and thorns that you can

: cut, but the recommendation is to burn it, sparc spellom,

: so as not to grow back, and you stuck later in

and the shape of a lizard. Head southwest, and see

You will find the lake, and behind it is the entrance to the Hive-caves where

Captured: Shalla. It is generally at this level (forests) that have the same purpose as those from the cave, and that is for

It is wise to use the map because it is relatively easy to get lost.

Ni

Monastery

Dark Halls - exit.

0Hive Caves

And these are very hot and unstable caves. In them they are

: can find a lot of Amber (Amber) on the floor. When

: walk, do not worry about gas clouds, but watch out for

green geysers, because they can poison you, and watch out for

and cliffs, falling rocks and lava. Walk down until you don't

and you come across a little beast with two heads. It's

Executioner: The one Huline was talking about. Kill him, and

; explore his nest in a room a little further north. And you should find Plate Armor (thank God finally some

: armor). North of the nest there is a passage for

lizard, which leads to the monastery, but not quite from

: used, because it is very easy to fall into the lava next to. Western

From the passage there is a ravine, with a pile of stones

and above it. If you hit those stones with some weapon that has a range (e.g. ; Crossbow), they will fall and fall-

: suffers the hole. Cross over and right

after that part

: you are coming to an intersection that on the map resembles a fork. Go: left, and somewhere in the next room there should be a spider-

and the beast. Kill her, and € < Shalla

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Caves: Caves. After you convince her that

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Spider |< 3 area AJ

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: Huline village...

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Go back to the fork, and take the other passage. He ends up-

kills at first. From here, to the north is a room full of Amber (and to the west is

Room with statues and sword

Executioner's nest

: Huline Village

And after you've saved Shalla, you're welcome to the village.

A chance to make a scheme and get away with a tempting reward. In the southern part of the village on the left

: at the notch next to the house, you'll see Huline trying to- : you whisper something. After a short conversation, he

will say

: give you the password: "Ankhman". After that, go all the way

South: South of the city. In the canteen (Shop in the middle of the fixed

; also on the Southern Continent and to explore the

Ancient Magic, and they'll let you come back. Then

; go through the city to the Wizard (his house is

North of the entrance). When you ask him about Ancient Magic,

And it will suck up all your magical energy, but it will

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will appear in the clearing. Head north and you'll find something similar to a two-headed cougar. Sometimes they will attack you, but most often they ignore you. These rainforests are full of poultry, and believe me, you don't want to make them angry. Don't walk under a spider because it might poison you. There are a lot of bushes on which there are three clearly expressed light-green leaves; These are Aloe plants,

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North of the entrance). When you ask him about Ancient Magic,

And it will suck up all your magical energy, but it will

and allow you to take his items. You can take: three Fire Crystals (Fire Crystals), Manafoil, War

: Cluster, and Speaking Stone showing sinking

: The Ancient City. If you show him a broken sword,

: claims he can fix it, but in return seeks Power

and Orb (the damned thing is more popular than Tamagocci!!!). : Continue West, and after a brief conversation with

Sentinel: talk to the local King. This creature: seems completely uninterested in everything that is happening

and around him. If you go behind the house next door

H Kings, you will find an abandoned house. Click on

: Entrance to the basement (right, next to the house, and before that free- : Please free at least two seats in the inventory). Since you know the password, you will enter the premises of the Association of Thieves. The boss offers you the Sword of Firestorm if you kill Kelsrick (king's keeper). Here you can pick up the poison paint : (Poison paint) and Skull Key (key). The key opens

: most of the cottages, allowing you to get : to a large amount of alchemist thingy and

: some more weapons. It pays to wait with the aten- : dad so that they can have the broken : sword repaired. Inside one of the cottages is a dagger: Throwing Dagger. If he goes-- you remember the Dagger to the Wizard, he will enchant him and

and turn into Dagger of Light for free. Exit the village and return to the forest.

Huline who says the code

Julime Jungle again

Your next task is to visit the monastery. Before there are a few things you can do here, but still, this is : and parts. North of Kity'ar's house is a stream, and

Its source is a waterfall. When you come to

: waterfall, look in the Lightning Crystal water and you can : enter the cave, located a little to the right of the

waterfall. In this cave, you will find a skeleton holding in its hand

Speaking: Stone, which shows the end of a great

: pictures) you will meet Baccata. He will tell you that Dawn and : press "w"). Northwest of the village of Huline

There is a river with several geysers. Follow

: river upstream and you will reach a lake in the middle of which is: ; one geyser. Hit him and he'll crack, and the water and the : will disappear. This allows you to enter the tunnel for

Lizard, located in a passageway on the north coast

: rivers. Inside you'll find another Speaking Stone,

Storm: Crystal, two Fire Crystals, and three Ancient Magic

and the Stones. Follow that river east to the waterfall.

: At its base, on the North Coast you will find: : a record with a recipe (Recipe scroll) and Summon Scroll, although _: :: I do not recommend taking the latter, because it is very and : difficult to return from this "trap" where it is located. On

On the south coast along the waterfall you will find three Mind Clusters and ; skillfully hidden, and more Aloe plants. To get out of here : : : go along the lake to the south, and you will reach the lizard and : pass. Now all you have to do is wait for you to turn into a lizard so you can come back. From here you go only and: South and across the stream and you will reach the purple lake and

As you get there, stop by some more

interesting ones

battles(it is possible to see it, if you take it in your hand and

with a bridge over it. You cannot cross the bridge while you are in the shape of a beast, because it will collapse. It can also be visited

in charge of vegetables. After a complete waste of time listening to it, look at the library (to the left of the entrance). You'll find Dawn(She looked like

In connection with your curse visit Brother Julian, who is behind closed doors in the middle of the main screen. He's impressed with your story of Draracle, but to help you, he's looking for a wax copy of the records hidden deep in the Hive caves. He'll give you a flute that controls the elevator in the caves.

:Hive Caves again

And get out of the monastery, and go to the caves. On the: Northwest side of the caves (west of the place : where you killed the spider) there is a section with an elevator and a break-in.

Yom, as you approach him on the right

: wall there are four tiles. Cross it out somewhere (or

Remember the symbols). Also make sure that you have at least one piece of wax (Wax). You can get it from the R : apiary in the forest. Stand by the edge of the abyss and use- : : fuck the flute. It'll lift the elevator to the top. Platform

Around the edge. Not far from the bridge there is a monastery. And IN the monastery garden you will come across a general who is :

MT is much better in the first half). She

suggests that you and

pra

and Avoid them until the room laughs: then go out to the eighth floor.

The elevator has 8 buttons. By pressing on one of them you go to one of the floors. Most floors have a: call button, in case you disconnect from the elevator. and the 2nd floor and by clicking on one of the three stone blocks on the roof you will discover : you will discover the hidden fountain that heals you when you drink from it. floor if the beast lives here. Kill her and search her nest at the end of the room and you'll get 2 Lightning rystals and a Net of Exile. upstairs you'll find Speaking Stone that tells the story of the death of the old Dracoid King. There is also amber and a passage for a lizard to the 6th floor. A cactus on the three blocks on the left will open the passage to the wall. After descending the relatively steep

stairs, you will go to a large room where a spider mite lives. Halfway down you will come across a hand without a body, on which you will find the Ring of Regeneration that you can take. ; 6th floor : When you enter this area, the passage behind you closes. and: Climb the ramp until you get to the room. On your right side, there are three groups of buttons in the wall. And click on them in the order that is located on the : tiles that you saw earlier at the elevator(If you remember on L, the order is : "left", "left", "right", "top"). It'll raise a ramp that'll

and allow you to come to the other room. In this room, and should be arranged three stone blocks so that the markings on the : blocks, correspond to the markings in the hole, and that the picture : cats on the block looks towards you. Once assembled, two side doors will open, revealing both the Long Bow Shift and the Death Stroke Shield. Also in the corner of ; room there is a hole in : where

you can find : Helin's Ring and piece : wax(Wax). so now : you have at least 2 pieces of wax. : 7th floor : Run into the room and take Scroll. The room will: begin to descend and two large stones : balls will roll with the intention of crushing you : (Indiana Jones hide thy face).

Vuwa

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.gasznoqv

i: 8th floor : From here, head towards the exit for any

: Lamp. Light it using Spark spell, and get down into the hole. R On the right is a holder for Ancient Magic

: Stone. On the left side there is a rune that you need to copy: return to the wax(with wax in your hand click on the runes).

: Do it twice. Get out of the caves. There is

: the possibility that on the way out you will be greeted by an angry Dad- and a spider, who is not very happy that you killed his family, so : : when you already have no choice, kindly invite him to join them :. On the way out, you'll see Dawn. After the talks- and : you must give her one copy of the runes, and return to the z : monastery. Talk to Dawn at the library. Just when: you will want to leave will give you a charm that would be

: smart to use, because it gives you Dampen spell.

Then go talk to Brother Julian and give him

: Another wax copy of runes. In return, you will receive

Power: Orb. A new location opened in the Monastery: the door and the : on the left, in front of the library. These doors lead to secret chambers : : : which are completely optional, and are called Dark Halls.

Dark Halls

: You start from a simple monastery room full of

; crates. There's also a door that leads to the garden. On One

On the wall there are shelves. Slap a few times on it and...

A hole in the wall should open. Arrange the boxes like that

to make the staircase as in the first level, and pass through

: a hole. When you enter, you will notice

that this is cursed

; area. It's full of blue spirits, who have

: a somewhat annoying tactic to make them appear to you exactly

Behind your back, but most of the time, it just scares you. There isn't any

: problem to solve, but only a lot of things to pick up- and : you. In the first room (with a lot of books and shelves), well pre- and ; look for bookshelves. One of them hides several and: Heal Scroll, the second Prism Scroll, and the third passage. On

: Approximately halfway through the tunnels(approximately immediately

after turning south of the main corridor), in

and the room located on the right side of the hallway you will see a room where

there are many wilted trees, and some-and : many blue spirits. If you click on the chains that are

They're just to the right of where you just came from, the roof will open, the spirits will disappear, the trees will

a. At the very end of the hall, there is a large women's room. Do not enter it immediately. Instead, push one box to the metal riveted door, click on it to open it, move away and

"throw away the Spark spell. The box will explode and the door will

open. After a thorough study of the room, drag her from the boxes to a large circular room and look at the map(TAB). You should see that one of

stone blocks have an opening behind them (approximately in the southwest and Siberia). Place the box there and

detonate :

Excuse me, and you'll get a large amount of Vell's Fruit-R

: and a good time to assassinate Kelsrick, if you like

: (Immediately after his conversation, throw him a spark : spell, and that's enough to challenge him). Go from the aisle

To the north, and keep to the right and move towards

defend on the river. Along the way, you will find Kity'ara, who will also give you a gift for her son in the Wild Jungle.

You will also run into Bacatta, who will

Escort you: past the Gladstone Guard located on the dam.

As you cross the dam, an army of spiders will destroy it.

Take the opportunity to sneak into the Wild Jungle.

Savage Jungle

CD 3

When you enter the jungle, you will find the "Wild" that is

: Kit'yara mentioned among them, Daniela. Give him a gift. When he flees, he will drop the sword.

Pick him up and take him with you. (If with "Wild"

a solution called "Evil Luther" at the end of the walk). Go to

Looked for. Unfortunately, there is no one (who would like to

and see), and the temple is tightly sealed. Head for the forest: towards the north towards the village of wild. After the guard tells you to go for it, give him Daniel's sword, and he'll let you in. Give the sword to Daniel, and this time he will keep it. Since there is no wise advice for you, go out of his

: houses. Explore the rest of the city! Right

from the main screen is Herbalist

; who will let you take two

Ironwood: Sap, Cave-Aloe, and Amber. On the ste- : dini is located Shaman who does not want

Savage.)

you're not on good terms, i.e. you attacked them, look and

the forest and go southeast, and you will come across the temple that you ;

deal with you, if you're not a member of the tribe. When you volunteer to join, he asks you to go to Dracoida Cemetery and bring the Silverleaf. Dati

Dracoid Sigil, who opens the door to the cemetery, will tell you, and you can also click on the back door of Shaman's cottage, and then he will show you the spider he's captured. Leave the village, but do not go to the cemetery yet, but head south where there is a ravine with a balloon, over it. Walk over it and jump up and down the pillars until you get down (often save- ; make the game, because the fall is deadly). At the bottom there is

the entrance to the Dracoid Ruins.

Dracoid Ruins

This is a large and dangerous area, so save and often. The caves are flooded with stone creatures, who have nothing better to do than puke fireballs at you and even uglier dragon-like snakes. You will see several crystal balls located on the pedestals and: green leaves on the tips of the spikes. Throw a Spark spell on them too to light them. Most of them will run a system that opens doors that hide the new part. Proceed immediately west. You'll get to the waterfall. Ignition of the crystal ball on the right will lower the bridge, and allow you to pass. Go all the way to the west, and: enter the Wizard's Tower (Mage Tower). You will also notice that the stairs leading upwards are blocked by the pole- and jam forces. So do not go up, but go behind you- ; " penica, where you will be greeted by a crystal ball. Turn it on and go down the stairs that just appeared, and pick up the stuff down there. Go back to the blocked degrees- : "ca, and enter the room from the side, and turn on the crystal and

Z

— Captured Bacatta

Entrance to .Dracoid (Ruins

and to the next level. There is not much to do here, and although you can discover the passage that follows much later. /" + ; river and allows you to enter the picture on the wall. "— and go back down, and get out of the tower. When you leave the tower,

Just around the corner there is a crystal ball that opens the door. There's a huge mirror on the wall here. " <: : Jump into the mirror and you will enter the room that you own. | and a map called Teleport.Room. There are three."

aa #0 MIS zANi HA COL oz na: SP means, WINE

and mirrors. One thing leads to the Wild Forest and it's one-way. The second is two- : Jermo and leads to where you just came from and two-way : no is. And the third leads to the cemetery and is two-way, but the end

: the cemetery only works if you have gone from here to the cemetery. And while you are here do a little research of the area. Right around the corner

: there should be an old Dracoid's dorm

: Leaders. If you click on a small figurine (Impa) on top

: the headboard of the bed seal will shine and the wall opposite the bed : will open for a moment pointing to the Great Ax Traitor.

: What a big animal to "retire". On

1 next level, in the room on the side is

located. R is another crystal that can be ignited. There is also a pos- : table with a claw on it. It's White Glass

Globe: Generator. You can't use it (+: KR yet, but you'll need it a lot later in the game. <. On the next level in the room on side 2 and there is another poultry. After you kill her- : eat, you can take the bracelets off the wall. These are: Bracers of the Dead that allow you to discern and speak to the dead as the poultry that you have beaten before tells you. There is also a crystal ball for passage.";

S

Mo BIZA! PIN

CPC

Castle

Eve with Tower B Ring

fo B ater A 2.sVI Bezoar BRE:

527 Dracoid | + > priest)

You may need a few tries ">" while you manage to grab it;

: edge of the bed, and as soon as you press on the Impa, quickly turn around and run into the room and take the ax. If you're passing

2 close behind you know that . <Passing without problems can < |Temple and Worm* go outside. You can

43 Two-story house with pro- explore and the rest of this level, but enter the stream (you will not find a niche

s: And nothing j floor, end of balcony) smart. When p X

finish your search- Belial, return to 7, Teleport Room, and pass

Cemetary.

Dracoid Cemetary

Use the Dracoid Sigil you got from Shaman the Wild to unlock the door to the graveyard. You will notice a large number of dead people walking. The vast majority of them you can ignore and focus on

The passageway behind the game shelf is magically locked. Most doors have a stone face by the door. When you click on it,

: will appear under the arrows in one of the following three

: colors: white, yellow, or blue. To be able to open the door, and you need to put a glass ball charged with the right

and paint in the statue's mouth. Head

north. The last building- : that on the left side before the wall is unlocked and you can

: enter inside, where you should find a glass ball (Glass

Globe) that you need to pick up. If you open the crates,

: in one of them you should find Bezoar Ring. With : Globe, get out of the cemetery, pass through the Teleport

through the mirror on Dracoid and

It is best to stand on the opposite side:

the building itself. Unfortunately, most of the buildings are!

1 | l

Crematorium

Room: ; and return : to Mage Tower. Put the Globe, in the claw, and then take it. Now it is charged with : white color, and luckily you only have one , z : white and need, and other color generators are located in : cemetery. Go back through the Teleport Room and back to the cemetery. When you pass the entrance, go west to the wall, and then north. The second building (from the wall) towards the North : : : opens with a white Globe. There is nothing special in this building, except at the entrance (inside)

And a lever you can pull. It opens a secret passage

in the house to the south. When you go inside you'll find Glass: Globe on the floor. Pick it up and go to the entrance. ij : Make sure that you stand inside the room in human form,

: a few steps from the exit, looking towards the barrel code

and the exit. Click on the barrel and it should roll over.(If : does not roll over, it may be that you are standing too close ;

And take a step or two back. ATTENTION, there is also a bug

: which prevents you from tipping over k

and a barrel if you have not entered the room in a human (: shape; and a bug that prevents you

: to flip it over at all. In these cases : reload the game saved earlier and : try to enter again.) Then he

: Push so you walk'

: according to her, and she will : roll down the hill and into the : building, through the door that you are a little-

Blue Globe | Generator |

Yellow Globe a Generator

aii

before: unlocked and crumble on the floor. When you get close

And now comes the fun part. You're easily tempted

: Do not throw a low-level spark spell from close range, because

: you will be scarcely baked. Rather use Spark 4th degree

: (hold the "s" until the four light bulbs are lit), with a larger

distances, or Lightning Crystal, or Dragon's Blood,

to burn oil. As expected, the building : exploded, revealing the entrance to the

catacombs. Enter the ruins and the catacombs. You're in the subway now

part under the cemetery. In this area there is a blue

af BABIES ka

globe-ge

: North. At the generator you will find another glass globe. Stick them both in blue. To get out of the catacombs

: you will need to jump over the fence to get to the lower level. : and you will need to jump over two such fences in total.

Then head for the stairs that lead up to the building: located in the southeast of the cemetery.

From here, head for the two buildings that are looking for A blue Glass Orb so they can get in

Shka. In order to be able to talk to him you need "Bracers of the Dead," but you don’t have to wear them on

themselves (enough to be on inventory). He'll get you

give Silverleaf if you find his body in

: "The city below", burn them to ashes, put the powder in : this place you will notice that the floor is covered with oil. : urn that he gives you and return them here (simply, right : no?). Almost every house is looking for Glass Orb to help

: could get in. By opening these doors, he took advantage - and cotton wool, but at least 1 new one can always be found inside

: (including where Valkyrie Crossbow is). In the i: building West of the one with the spirit, there are inclined and : ramps

along the edges of the building (at the columns). If: and you wait until you turn into a lizard, you can : climb along them and inside the aisle you will find three Ancient : Magic Stones, and in another Reflective Plate Mail (very

glass

nerator, according to i

inside. In one of them is located Crossbow and Valkyrie , which is otherwise a very cute weapon. : In the other is the spirit of the ancient Dracoid priest- and

(Stairs" to the outside.

catacombs

: good armor — see table). East of the building that

: you have mined, there is a building with two rooms (for

opening: looking for yellow glass orb). Inside, you'll see

Two graves, and strange tile colors on the wall. Every time

: when you hit the tiles lightning will

: "walk" through the room. The most painless way to destroy- : tile is to stand in front of the door at the entrance and shoot : with Valkyrie Crossbow inside). Inside, behind these tiles: there are several Fire Crystals, Spark Scroll, Amber, : Dragon's Blood, and Dracoid Dagger. Southwest and

Northwest of that building, there are a few more buildings- and that with such

iles, but they will not shake you with stru-: Jom when you break them. The North Building contains more

Jantara (Amber), and Speaking Stone, while South

: contains nothing important. For now, don't go into town yet.

And instead, go back down to the catacombs with

: Two glass globes to the yellow generator (north of the : stairs), and tamp them with yellow. So

and unlock all the buildings in the cemetery. Every building

and contains at least 1 glass globe, and one contains two. When

and finish, make sure you have either 3 uncharged glass : globe or 2 uncharged, and one yellow. Take the second one and: shove it in blue. Leave both charged balls: balls somewhere where you will surely find them later, and

; return to Dracoid Ruins.

Valkyrie Dracoid Crosshow | |priest
Passage to

Dracoid ruler

Start"

(Tiles

Dracoid Ruwims again

; To find the remains, you will need to search most : areas. In the northern part of the ruins there is a river- and ka(it is reached through a lizard passage, or behind

and bookshelves in the room, then towards the North).

A little south of the river, in the middle of the ruins, are located

: two important buildings: One contains a statue that resembles Belial, and: the other looks like an ordinary two-story building. If you: climb to the second floor, go out to the balcony, towards the R left, around the corner of the building (along the edge of the balcony) : you will see a sidewalk wide enough to be able to

: walk. Follow him and you'll reach the river. Continue with

: the edge of the river, then straight across the bridge, and along the edge of the huge ;

: Lakes. At the end of the path you will see a room on the right: with a body on the floor, and at the end of the room, an altar.

: Place the body on the altar, and with the spark spell light two: balls on both sides, and the body will burn. Pick up with

The urn you received from the priest's ashes, and return to R

and to the cemetery. Other interesting areas in this

: level: Next to the entrance, to the East, there is a room blocked :

with a few large pillars. To get inside you have to: either wait until you turn into a lizard, or hit three chains on the other side with some long-range

: weapons, and the poles will be erected.Inside the room you will find and Greater Bezoar Ring. North of the entrance, located

The castle is behind a deep ditch. A little further south is the passage for the lizard that leads to the castle. You'll be inside

: find a few Prism Scrolls. To get out you

should: draw the chair to the bar(under the hole through which you entered). And then when you turn back into a lizard, jump to the bar, chair, and back through the hole. There's also a backup

Road to the castle. Go North of the castle to a small cave :

Next to the house. There should be water pumps here.

: If you break them, the area will begin to fill with water, and

and fill the ditch. In front of the main door should be

: appear floating doors, through which you can jump : into the castle. If you want to cross rivers, it is best to do it in the form of a beast. He can fit up the coast on

A lot of places where man and lizard can't, and H seems to be drowning the

slowest. It is also possible to break the door

: prisons, and make a bridge of them (in the Northwest). : On the way back, stop by the Mage Tower, and tamp the pre- : other glass orb with white paint. When you return to

cemetery, pick up the other two charged balls where you left them last), and take the urn to the spirit, who will

: give you a holy sign. With this sign, go to the door in the Southeast (otherwise they look like a bulletin board) and

; open them. Inside the room there are three pedestals. If

and the Glass Orbs tray (when inserting, be careful of the colors: balls and trays). A passage to the new door will open. Again use the sign you received from the priest-

The door will open wide. Inside you will find Ghost ;

and the Dracoid King (they are literally witty), who wants : to clear the flags from his race, so that he would revive the statue of Belial : to kill some kind of worm(Wurm). Take his

Remains from the tomb, and return to the ruins. In the ruins

Nima: Head for the statue. Before anything: make with the statue, carefully explore the area towards : West and North. You'll notice an area that looks like

some kind of temple, with a waterfall on the North Wall. and

At the end of the hall that goes along the temple there is a worm

and: which Dracoid spoke. (The worm

gets mad at you, but : it will not do you any harm). Okay, let's go back

; statue. Place the remains in the urn on the left side of the statue.

Dracoid: Dracoid will revive the statue, and follow it to the worm (enter the room with the worm). The statue will kill the worm, but at the same time the ceiling will crack and the water will begin to fill

and you click on one of them while you're close, it'll open and

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Caves: Caves. Run to the temple room, and jump on that table that's closer to the waterfall. The tables swim, and

And as the water level rises, so will you

and lift. When you approach the ceiling, you will notice a hole "2 : in the wall by

the waterfall. Save the game (because misses are possible, and the consequences are tragic), and jump into the hole, and

: run through the passage, pass (along the wall) next to the large

holes, and through a hole in the wall. Look for a door around here

and (on the floor), and throw them into the hole, and when the water from the hole

: climb enough to jump to the door, and so you will come to the : surface.

Savage Jungle again

And when you wake up, you'll see Dawn. He'll talk to

To you at the Huline Temple, about reviving dangerous statues and you, and

talking to the dead. Give her the Bracers of the

: Dead (you will no longer need it), and she will give you ama-

and a line that will teach you Human Spell (how to

: does not work if you are in the form of a beast), and "Speaking Stone" and return to the cemetery. (You may see it along the way

and Bacatta, trapped. Cut the rope and loose- and poke him). Go back to the room where he used to be : Dracoid Ruler, and he will thank you, Now will be : most plants Mandrake in the cemetery turn into

Save Velo Vajina Anno o Padto osa Anaceoc

: to get Lharkon Vapours. Go East by the

river. At the river you will see a tree whose branch looks : towards you. Save: the game, and jump to L : When you cross to the other side: run uphill: towards Lharkon and take advantage of Lharkon Vapours: : he will fall asleep. Now you can pass by.

and into the lizard. Now you can go to a building that

man, sorry cat knows dangerous spells). After that, Shaman will give you a potion for Larkon, and a charm that teaches you Lizard Spell, i.e. how to prt

Just west of the temple on the south side of the forest. | The guard will greet you and let you in. There you will

a few Guardian Orbs, and a few Ancient Me Stones: Mix Lharken Potion with Silvel

Claw Mountains

The CD 4 begins.

As soon as you get to Claw Mountains, you'll see Dawn

: again (how did SHE get past Lharkon??? Anything; either, you imagined she knew all the answers, heh). When

: finish the conversation with her head over the ice to the North. : After a little walk you will come to the clearing with a chasm.

; On the right is the ice bridge, which for now ignore : : and extend straight. As soon as you pass through the tunnel you will come across and

and a wooden fence inside which there is a cute : gorilla colony. Next to the fence there are several pools: full of hot tar along which there is a lot of Tar

Crystal-a. Inside the colony, in the

easternmost building in hole H.

On the wall are Braces of Valor. Go back to the bridge, go over it, and continue through the tunnel until you reach the clearing and with the lake in the middle. On the right side there is a cave where a polar cat sleeps (essentially identical to the ones from the Hulina Jungle, only white). Before the fight with

Hi HKI +

: I recommend to save the game with it. Kill her and then turn into a lizard. Behind a stalagmite

There's an H passage. Inside is the Ancient Magic Stone, and the Globe : which you can light with a Spark spell, which will cause

a small building in the middle of the lake, where the Great Ax Blizzard is located. You can reach it by jumping

To the piece of ice closest to the building from where you can

i: take (later if you also pick up better and stronger weapon nemo- : throw it away because it will come in handy). Keep freezing

: eaike=p : : ; and passages. The next area is very dangerous, because both to turn into a man, which is located in the Curse Control, and you get out. to the clearing, the snow on which you stand will begin to collapse |. The best thing to do is to run to the opposite side and

side by the right wall. Soon everything will calm down, but :

The fall is deadly (except sometimes, if you are in the shape of a beast.) On this side you will notice the wooden "stairs"

.; on the opposite side of the rammed

rock. Before the descent and the Silverleaf that you can pick up. It will also give you both ht and ree ar topi gel and Mist of Doom Scroll. Return to the village of the Wild, and give:) more trustworthy, to Mr. and Silverleaf Shaman. He will tell you that to complete your admission to the Wild Tribe you need to fight with

One from the tribe. (It's not hard, but you fight closer

And! Get down the stairs (one way is to get off the cliff

which. facing the river, not an avalanche make a step, hoping that you will fall on the stairs). Explore both white rivers. On the far shore there is a buried passage, you can open with Spark or Fireball spell. in the lizard and enter. On the right is a thorium with several people frozen in ice. Hold the Shard bow in front (you can choose which weapons to save for later: and Shard, or Great Ax Blizzard, but one

of me melt with Spark spel- quickly pick it up, before Van. You'll see the pieces on him, and wait

Ceptide and Acid.

Three women captured

: no problem to find Loni Prism , Ax of the Lon crack the sword that you will fix. I'll describe

This part of the game can be very | frustrating, especially if you don't save often. The poultry here move very fast, use strong magic, fly, and A. annoy me, and you need to just git them with gsgsall kill. Go inside, and already in December you will run into one. Click on the qi in the center and the door will open. In the next: "The room is two. Clicking on the ball in the other room will open two doors. The door to the right leads to the egg chamber, which will regenerate any of the murdered Ruloi, and that's why you need

to destroy them. The simplest way to do that is to hit the light

Click on her age message welcome

by clearing the eggs, and allow you to come (about some very high-quality items: Halebard Bastion, Crossbow Myriad, and Coward's Target

another ball to click on (you will need it later for the Pink platforms in the main room). The opposite of the egg room is a long hallway leading to the elevator, which you activate by clicking on the ball in the middle. The next room is very dangerous, because it is full of Ruloi. Save often, because it is very easy to die in a second. I recommend using Coward's Target Shield (Makes you invisible until you

and you attack) — for sneaking up and attacking, in which- : combination with frantic running trying to catch and

: "land" them once and for all. If they start to attack you - ; give give do not stand in one place, because in an instant : kill you. It's also a good idea that if you're injured

use invisibility to recover in some quiet corner, make sure you stay in the shape of a man, and

Colony Mountains | Gorilla and put Skeleton key and open : passage behind Orb, There you will find

these for Heal, Spark and Su used Summon, to

domestic sli)

after some time result

"" by winning. When you have them all

killed, explore a little room There are a few clickable balls, which will

M" raise the tables, with all

‘types of alchemical reagents,

with Lightning and Fireball Crystals. If m foo crystals that grow out of the floor

It's gonna turn into Rainbow Sulfites.

f. There are two hallways to the north, and

It's like there's a few more hiding in those hallways

The room will stop and pick up

which have fallen off. These are Fire Crystals, and to "fill" them, bring them to the fire along the edge of the room.

: By breaking vases in the corners of the rooms you will find Ivory

: Chips. Only two can be found in the museum. Only

: the place where I found to use it to solve

They shoot at you when you pass, and at the end it's green with a black circle in the middle. Jump in a circle and stand in front of the cell where some "women" are trapped. If you hit the cell, you will discover the lever for

opening. If women do not want to leave it is a sign that

The Citadel

on the ceiling of the room. This will cause acid runoff, :

hield (See table). In the back of the room there is a

Sure, save often. Patience will

"There are a couple of pillars on the right

and somewhere else hides some living Ruloi (most likely in ; left hallway, and the room when you click on the ball).

East of the right corridor, behind the pillar is

: one hidden ball, on which you need to click

: so we can cross later

over the bridge. On

At the end of the left hallway there is a room with a ball,

and that when you click should open the passage to : North, and possibly fly out another Ruloi. At the end of the corridor to the north there is a cell in which

: Dawn. Before you go any further,

release those : women (if you haven’t already). Get back from Dawn's main

and the room, and look for a wall with pink platforms sticking out of it and you can climb up that wall by jumping from one plateau to another. At the top there is a "cannon" that: shoots light to the opposite side, : and thus creates a bridge. (If the "cannon" does not fire, it means that you did not turn it on : by clicking on the ball behind the pillar : — see previous section-

: max). Save the game before

: crossing the bridge. Because the bridge is very

: short, you will have to run : over it immediately after the puc- : the gun. When you cross, go

Circle until you get to the pass

: towards the center of the circle (Watch out for

pillars that shoot). Click on

door: and you will see the cutscene as : a few flying poultry struggle with some spider that

: a bit like Belial. After the animation ends ; you will have to fight with him. He didn't seem so difficult to me,

Especially after those flying animals. After you've killed him, you'll be able to enter the room with Dreamstone.

And before you take it, head to the empty pedestal and to the right. Here you can place a weapon to make ; enchanted by using the power of Dreamstone.(The only weapons that I managed to enchant here were Thonan’s Great Sword — from the museum, and Firestorm, which then remains Darkstorm). When you're done,

take

: Dreamstone, and go to the left pedestal (teleport) which

and beams you to the entrance. Go back and free Dawn, : which will give you an amulet that teaches you how to turn into a beast (remember to take back Dreamstone). In order not to have to climb again at the entrance to the main room there is a pillar on which

: you can climb, and inside it is a teleport. Yes

; to get out of the Citadel use Dreamstone on the hole in the wall : by the door(and again take it back). Go back through the mountains to Savage Jungle. To get to the avalanche in the mountains, you will have to jump from the platform into the river, but wait for the floating one to appear

A piece of ice. To jump the river into the

Savage Jungle, : at Lharkon, you will have to turn into a lizard, and

Jump across the river into the passage on the left. Once you're in and out, go to the Huline Temple. To enter, use

Dreamstone.

Spiral

The stairs.

Stone

u: When you enter the temple, you will see an open space with

body lying on the floor. Bypass it and enter the

Next room. You will notice the altar with two pots on _: : on it. BUG!!! If you click on the left bowl (left, : : if you see a tapestry on the wall behind the altar, that

is, if you are lighter in front of the altar), Aloe will appear in it. Once : : : this happens, you cannot make the steps described below ; : steps and you are hung up. Instead, you put Aloe in the coffins: this bowl, and Poison Paint (made from Venom

Sacs and Lamplight Eggs) in the right bowl. (If

You don't have any of that with you, take a look at

: paragraph.) The table behind you should be raised. Drag

: the body that you have seen before on that table, and click on

and him. You'll see the lightning, and the body will disappear. Then,

Go to the East Exit. You'll arrive in a room that looks like

: chapel. On the altar floor, you'll find Aloe and

Poison: Paint. Go to the next room, and you'll see

swimming pool: with green crystal in stone, in front of and : pool. Take that crystal. After you have taken the crystal, : : move under the ceiling, and shoot the columns, while

; the ceiling doesn't crash. It is necessary, because the floor is weak, and when

You come to the underground part, and you discover the spiders, they'll

This way you can get out. Breaking the ceiling, preventing them--

Kitchen

Chapel

> with statues

Exit from Savage

: The Huline Temple

Back to CD 2

and wadding in that intention. Go back to the room with the table and

; altar (at the entrance), and go through the West Passage (behind

: tapestries) and on the second branch turn left, and then : go South. You will reach the open room with

: the fountain. If you click on the button next to the entrance,

Aloe will grow in the middle of the room. Come back a little bit

North and north, and you'll come across a kitchen. When you get there,

The spider should break through the wall. Follow the spider through the tunnel. In this area, everything is teeming with spiders, so the attack : bashi is not the best idea. Better to use Coward's

Target: Shield (invisibility), and often save. Sometimes it can happen that even though you are an invisible spider comes to you. : In this case, most often it will "sniff" you if you do not attack it :, and leave, although the possibility of an attack is not

: off. Otherwise, spiders are useless to kill because

and rebuild. In the first room there are three dreams...

Duka to the right. In one of them there will be a flau- : ta. Take her. (It's the same

flute you had : in Hive Caves). Go further down the hallway opposite

crate, and you will see on the left side a table with the one: the same body from before, and on the right side some large

H machine. Kl
Click on the button next to the body, and it will appear : in the organization , which will turn it into a porridge. Go behind the machine, and : drag the box with porridge to another machine (carefully

: Align, yes _not stuck). Then go behind that dru- and go machine and pick up the statuette from the floor.

Continue along the hallway, press the button, and it will appear: the stairs leading to the room. Save the game, because

: Sometimes you can find a hostile spider on the bed. If he's not attacking you, then

don't touch him. Go and get something red that should look like a couch, and

and turn into a lizard. Behind there is a passage for

A lizard that leads to a library. Inside the aisle is

: finds a button to click on. In the library, at

One of the closets is located Ancient Magic Stone.

And to get to him, arrange the chairs. Also in the

: The library has one button to click on.

And exit through the secret door to the chapel.

: With a statue, go to the room with a table and an altar (on

and the entrance). From here, go East, and before you enter

And the chapel, the secret passage on the left side should be

and open (if not then you have not pressed the button described in

: the last paragraph). You'll see a lot of statues in the walls-

A: Well, there's also a vacancy. There you leave your statue, and behind you: another crystal will appear that you need to pick up. Go back to the room at the entrance (with the altar), and go

: West Passage, and this time turn into the first passage ; left. In this room are two large vessels with carved- : them images of crystals. Put the crystals there, and the door will

Go through the aisle, into the next room. Put Dreamstone in the hole in the column at the entrance to the room, and spiral stairs will appear. Climb up with them. In this room there are three passages to the special areas. Enter the one on the left, and you'll find yourself at the top of the great labyrinth. Jump on the pillars to get to the other side of the room. If you fall, and you survive, you can go back to the beginning using the stairs. My recommendation is to keep the pillars in the North, because they're chained. When you pass this room, behind it is another with a winding path, which leads to the center. Run along the path (make sure you do not fall), as the poles will begin to shoot at you. When you get to the end, pick up the idol, and

You will be automatically transported at the entrance. Next to

idol there are several other Cure scrolls. Come in now

into the central passage. As you walk with yourself, you will also notice that the floor is tilted (this depends on the weight located on both sides). There's a lot of poultry here, and they count-- they count in weight. Your task here is to press four buttons (two on each side) at the beginning and end of the room. Of course, this is possible only if the floor on that side is raised. You can try to run across the room hoping to stay tilted, or kill a couple of poultry, and drag their bodies from one side to the other. When you press all four buttons, the floor will level, and open : will be a passage to another room. | in it you pick up the idol (and you have some other things besides). Now go to the right aisle. In this room there are three long thin passages that lead to the edges of the room, just to make things interesting- and me, on each of them burning fire. You can try to pro- and run through the fire, or hit a green dead head and above the fire with a first-

degree Mist of Doom spell.

It will put out the fire for a moment, but long enough to: and you can run to the other side, and press the button. There you will also find a scroll with Mist of Doom spell. When you press- and : enter all three, the bridge will descend on the opposite side and : rooms. There you will see the third idol. Before you

And pick up the idol, click on the tapestry, behind the idol. There you will

: find some alchemical recipe, and if you click on the wall behind

holes in the tapestry, the wall will move away, and you will be able to

Pick up the Noble Valkyrie Crossbow. Just pick it up now

And an idol. Now that you've got all three idols, get behind the three

And the door, and continue down the hall. You'll reach the area

and where the floor is black. That's if you remember the first of the three

Traps like they were in Hive Caves. On the right wall there is a flute groove. Put it in there, and cross over and... over the new floor. The next trap is rotating- and rotating knives. Again, as last time you can from the evil- : to be/ if you open the secret door on the right before

The beginning of the knives. The third trap is a rolling ball.

Again you have to play Indiana Jones, and run a walk- : to no one until: you see two buttons on the wall. Pass them, and it's only when you've passed them that you turn around and press them. This will: cause the floor to collapse, and the ball will collapse

Inside, and the passageway will open. Do not waste your time: yep, but hurry to pass, because it is open very briefly. (If you don't get there, you can

: edge of the chasm from either side). In this room, three holders will come down from the ceiling. Put idols in them, and create

And there will be stairs leading to the next room. There is: a small wooden bridge that will descend for a moment : as you step on it, but not much. Soon after

Your entry into the room

will begin to appear those

: jumping poultry. Kill a few (at least two,

: sometimes three), and drag their bodies to the bridge. When

And there are at least two bodies on the bridge, you can step on it and

and get down to the end. There you will be greeted by another clone: Belial. Kill him, and enter the Hall of Voices which

located to the East. Put Dreamstone on the pedestal, and ; City of the Ancients will rise from the sea.

City of Tae Ancients

Back to CD 4

After a very nice animation, you will find yourself on the balcony

R Ancient City. Take the elevator to the main level.

: A few words about the look of this place: Central

: the area (circular in appearance) is located to the south. Four towers: located northeast, northwest,

Southwest and Southwest. Straight south is the fountain, and straight north is where you are right now.

You need to solve four puzzles. To solve them you need

: Plates. To cross the descended wall, : jump first on the block, then : then on the wall. On the other hand, you'll see more

: one block, and stairs. : Push the block up

The R wall that you're a little-

: skipped before (tre-

: bat you later).

Come up the stairs-

: ma, and you will come to the room : in which the statue holds one

Ivory Chip. Take it and : run down towards the : exit, as it will

: ceiling start

; drop. After

: What to put down

You'll need four Ivory Chips, so you need to find them first. Go right at the first intersection (end | pyramids). When the road | turns north, a hole in the wall in front of you will bring you to the balcony. I couldn't figure out what his purpose was, but it obviously doesn't matter. Follow the road to the north, and when it turns again, there's another passageway straight ahead. And you will come to the room in the middle of which there is a podium with a cup. And if you put Mandrake and Root in the cup, you will be

briefly teleporti- : wound to a large area full of 1 scroll's. You'll be back soon, so ;

paw

2. Machine,

; you don't get to pick up everything. East, not far from the

: Cup, there is another room in which there are three :: water fountain. Freeze them, and break them..There are a lot of ways- : : on to freeze things, and it

: You will work often in the city.

:_ The ways I discovered are:

: hit them with a Shard bow, : attack them with an ax

and Blizzard, or take advantage of Ice Seed : from Claw Mountains. If you don't have any of the above, there is a way to

get to Ice

: Seeds, but I'll talk about it a little bit

: Later. Once you're zam- _[Rotating

And blew up, and broke the ice, the knives

: Move the block near the entrance to

The panel in the middle of the room. This will :. msn : open a secret passage in the wall. ———— Rolling : Repeat procedure regarding block and ball

[Stands for "idols

(1. puzzle

Teleport to Serol Site KEGRE:

Is hefin and go shimi Bh Igala di < Fontana with k- <a UNE PJ kite (output| Scarab / Ivory ChipEnrii for Underground

(5) | chess > Caverns)

bh: with OM LEE

4. The 4. Puzzle (Silverleaf &

3. puzzle (chain door)

Seeds, Fire Crystals...)

Goodies (ice

Jewel

/

Tower

Drop Buttons

Labyrinth

——— (Room with tilting floor

"on the stairs, jump on the block, then on

the wall and get out. Continue along the street towards the West, and somewhere halfway to the turn- you will see another room on the south side of the road. Open the door and come in. In sus- : one room you will see a statue holding Ivory Chip on : the other side of a deep chasm. Hmmm, where have I seen this before? Ah, yes in Indiana Jones & the last Crusade — the third challenge. The solution is exactly the same. You need to buy faith, save the game (just in case) and step forward. As you walk forward the bridge will appear do not walk in the form of a lizard, because between the blocks that form the bridge you can collapse). Now you can pick up- and the other Ivory Chip. Follow the road further north and west, until you reach the great labyrinth, in which the walls rise and fall. There are three important things: a spinning stone disk to the left of the entrance, a glowing yellow ball, a glowing white ball. Attack the spinning stone with the weapon to break it. Use the Mist of Doom pell on the

yellow-red ball to make it disappear. And, finally, to get rid of the white ball you need to use a 3rd degree Spark spell (chain lightning) on it, and no other one falls. You should see a big fireball coming out of a previously hidden pyramid, traveling through the room, and hit the center of the tower, and open the door. At the entrance is Storm Crystal. Go up the stairs, and you'll get to one block, and a mirror-shaped transporter. Push the block through the transporter first, then pass through yourself. Drag the block into the hole in the floor. Go around the tele-porter, and you'll come out into the great clearing. Not far from the center (circular part) there is a glowing octahedron (it looks like two pyramids connected at the base). Click on it and the part of the tower in the middle will rise. These actions (from block to octahedron) will be called "tower lifting" in the future, and you will need to do this after you successfully complete each of the four corner puzzles. Go through the

transporter again where you came from. Go back to the crossroads (pyramid), and go South. In the central (circular) part there is one part

: Raised. How will you progress by "raising

B towers" in the external dimension, so here H : will be upgraded. Move to the right. In the northern part : : streets, before turning south, there is another

: Room. When you get inside, you'll see a force field

in front of you, while on the left, and right side will be by

and two balls. Burn them with Spark spell, and they will open : : there are two passages in the walls, at whose ends and : there will be one ball again. When you burn them, the protective : : field in front of the third Ivory Chip will retreat.

Before z: before you take it save the game, because after

H taking out the light, and the room will begin

: fill with water. As soon as you get Chip, turn around and

: go straight south. When you reach the wall click on

and him, and it will open, allowing you to go out on

: Street.

; Go around the central part(square) opposite direction

Clockwise until you reach the east end

: the south exit (from the square). There, in the wall to the south

There is another room. There is a fountain in

which has another Ivory Chip. Freeze the fountain, break it, and take the fourth Ivory Chip. Go back to the street, and go around the square, towards the west and the exit. Go straight down the street, and in the north corner by

There's another room that looks like

: Museum. Click on the wall to enter. In the room is located

; eight smaller rooms, in which there are exhibits alkemi-

ingredients, such as those found in the Citadel, or

Elsewhere in the game. To be able to open the door to those rooms,

You must have a key from the Draracle

Museum, but also if

: you don't have it you'll get to it a little later. You must

R break the glass, so we could get to the exhibit, but when

: pick up, the ceiling will come down, so you need to quickly

: Get out of there. If you continue south, you'll see

Room on the east side of the street. You need to click on the wall

and to get in. It takes you to a large room where you

and the sides located Silverleaf, and in the middle of the ravines. "Jump

; of faith" I would not recommend you here, because I

: Tried and ended up like a stain on the floor. Only later, i: by opening the secret door you will be able to reach Silverleaf. : and Return to the central "square" : exit. Take the road east, and you'll come across a pos-

: The tower, which instead of the statue, has several bright : :: columns. If you look on the other side, you will notice : : holder for Ivory Chip. Put the chip in the holder, and the lights and the ball will fly out towards the central part. (I heard

, go to the East :

And that right after the ball comes out you can go again

and take out Chip, but I didn't try that.) These bright balls

and go to two places: One goes to the museum, and they'll break the glass-

lo: in the middle, and the other goes to the room with Silverleaf,

and lift the floor for a moment. It allows you to make it

Pick it up if you don't have it. You'll need at least one

; piece. Since the floor remains only briefly, run

First, go to the Silverleaf room, and enter through the nearest entrance.

Sound: The sound will sound before the floor goes back to the bottom,

If you get stuck in a room, there is a door inside.

Underground Caverns. In the museum,

And if you pull the pen, and the ink on the

table, the secret will open

: passage to Speaking Stone. Doors can be opened with

with another Ivory Chip, and behind the door is a key to

and museums (Now pick up both Ivory Chips — this one on

and the door, and the one at the ball of light). At the south end

Street: There is a room with four holders for Ivory Chips.

When you put all four in the racks, from the pyramid in the middle will

: fly out the fireball, opening the door of the second tower.

and "Lift up" and that tower, and then go back to

; of the central part, and go to the south exit. At the end of the street

And there are stairs, followed by a fountain, on top of

which is a ball of water. Freeze the ball, and break-

Eat it, and the water will begin to flow through the fountain, filling the canal

and behind the stairs. Without a logo, some puzzles are unsolvable.

Go back to the s-

Ver, and from the cen-

tralno

part go

East street. In the part where this street

goes south, in the west wall there are two passages. They lead to the same room, in which you will see on six pedestals (2 are located around the corner), which will open when you enter, three pairs of useful things. The first pair is Fire Crystal and Ice Seed, the second is Ancient Magic Stone and Ring of | Regeneration, and the third pair is 1 Lightning Crystal and Stone Cube.

; ska s put with iden grdmett from a pair (does not have to be exactly

This is the item you picked up here. What's important is that it's the same :)on a small pedestal in the middle, he will turn into the other one. (e.g. if you miss Ice Seed, and you have a lot of Fire Crystal's, just put one at a time and they will : turn into Ice Seed-se.) Continue south and you will enter the tower. In the western wall there is a door, which leads : to the room with a pyramid. In this room, skip the channel and

And go up the stairs to the south, and pick up a few

Black: Lichins-a. Return to the room with the pyramid.

There are three doors in front of you, only

: through one can pass to the other side (can be seen- : seen on the map that are passable). Such "gatherings"

And the door has a total of four. I'm not sure it's a schedule

: Always the same, but when I played it was: south, north, : south, middle. Once you cross them you will come in

: a large room with a statue of Belial behind the oil fountain. : Burn the fountain with Spark spell, and it will come to

Massive explosions. Pick up the onion (Dark Bow) left in the oil, and leave the area. The explosion will smash the pyramid, which will open the tower door. "Raise the tower." Note: If you have not turned on the fountain in the south, you will be cooked. Return to the north and the fourth tower (opposite the first tower — clearly visible on the map). All you need to do here is: click on the octahedron to turn on the irrigation code

pyramids, put Silverleaf and water at the pyramid, and

click on the hourglass located on the pedestal by the stairs. This will accelerate the passage of time, and cause the Silverleaf to grow faster, which will grow and break through the pyramid. You can also (if you want to "plant" lichen, or aloe, in spaces with soil on the side, and every time you click on the clock, a new plant for harvesting will grow. "Raise the tower." Now that the entire tower has

been erected, return to the central part of the city, and "enter the tower in the center. A flashing entrance is actually a transporter that takes you to the "right" building. Inside the building, there's another clone of Belial behind the door, and when you kill him, you go through the door that opened, and you'll come to another force field. It's Mantle of the Ancients this time. Walk through it, and the magic will intensify to the second degree-"stump, and gives you the fifth degree of all spells, including the fifth degree of Curse Control spell, which allows you to drive the ancient curse out of

: yourself, but you still would not recommend it, because you will

: bati. Go back to the city, and head southeast

: Tower. Before the road turns south,

: north wall you will see the room. This room is teeming with

H from the bright balls that the statues "crack", and it is smart to

: Avoid. In all the rooms, there are balls that

: it needs to work. In the first room to the right, there is a passage

: which leads to the room where Jewel stands on the pedestal

i: Scarab (it can be reached through the passage only if

and all the balls in the rooms are lit). When you take it,

: You will be hit by a big fireball, but you will survive

with relatively small damage. When you

turned everything on

balls, enter through the door at the end of the hall, remove the

R tor, and you will discover a room with a dry fountain. In sli-

The sitting room has a fountain with a dragon in the rain.

: the center. Jump into the fountain, and

Attack the dragon. He'll bleed out in |

: the fountain, and thus open the passage behind

R of one of the statues. The hallway, behind lo,

: passages in the water

and Underground: Caverns.

. Wadergrowad : Caverns

Very important note: This area is full of green spiders. They're very numerous, and very nervous, but they're

Mostly harmless. If you kill them, the brown spider will also appear somewhere in the cave. Brown spiders are very dangerous. The best idea is not to kill anything, but just: run fast. If you need to go back to the City of the

Ancients, you can use the teleporter you came with, only before use you have to use the Spark spell on the four crystals that surround it. That will land the transporter, and you'll be able to get back to the city. Run down the corridors, mostly towards

south and west. Avoid spiders wherever they are

Possible. All the way to the end, in the

southwest you will come to the "room where there is that "juicy" look-"the ceiling that you saw spiders spitting in the intron. At the other end of the room you will notice the passage of the blocks-

ran's some kind of muscle (yuck). You can cut that

with your faithful sword and pass on. Now you're

"you are in a part of the cave where you cannot walk. Click on the left pass, and then "attack" it to > open it. Walk through it (with a mouse click). On

On the right side of the screen there is a green

' a tentacle on which you can click. He will fall, and > moments later a spider will come to fix him. When that happens, there'll be an opening on the left.

"> Walk through it, cut some more muscle tissue, and

"enter the lab.

"Second exit for City of the Ancients

.Belial's Laboratory

Bacatta will give you the Horn of Belial. Don't accidentally lose him, because he's the only weapon he can

: to harm Belial. Walk down the hall, and you'll come to

The rooms that "bleed in the middle. Jump into a small channel that leads from the central pool, bend over, and attack-these bars to break them. Then turn into a lizard, run through the passage, turn right, but stop before entering the green rotating tube. Eh, yeah: by the way, green slime draws from you magic. Convert

Again in the man. You should see three levers across

: "Green rivers" on the left. Hit them all with three

Arrows, and the dam will close. When you hit all three, run across the river, and jump to the other side. Once you get to the other side 3 : again pull all three levers, to : to lower the level of mucus. The team will also

; pull the mucus from the next room. Get down

and stairs, and around the corner there's a door. Behind them are corridors covered with green

: mucus. Enter the corridors and go north : (it wouldn’t hurt to run through it, because there is a kind of a beast in the mucus). You will know that you are on the

right path: when you get to a room that does not have a bottom, : Before entering the room, it is located on the right wall : lever, which when you pull it, will lower the bridge for passage and further. Save the game (autosave — F8), and run further along the hallway to the north, and when : you get to the end of the hallway, just keep going, because : the fall is mild, but it wouldn’t hurt to take advantage of : 5 degree heal after it — and, because every time before the very end

in the hallway (at the entrance to the room), I was

; the beast attacked and that I died. When you finally

: get out of the mucus, go through the door of the room, and go to

Second door on the right. You will come to the so-called. "Summoning

and Chamber’. In the corners of the room there are four transparent and: dead heads, which should be hit with the 1st degree

and the Mist of Doom spell. Then they will be moved to the : center of the room, and when the fourth dead head comes to the : center, a smaller demon will appear. Kill him.

His body has Ancient Magic Stone on it.

Drag his body into the hallway, to the door you had previously passed without looking. Drag the body through

: corridor, behind the bloody fountains, on the silver plate below : dead head, which will open the passage to the elevator. Get on the elevator, and on your way out, you'll meet Dawn, who'll tell you to go to the Birthing Chamber, and you kill

; Belial's, but don't yet

: go. If Mr : approaches her and proceed

: click on it (somewhere : after 2 or 3 clicks) will go away, but it will leave you Ruby of : Truth, which will benefit you pro- : tiv Belial views. It is enough to click on the illusion with it, and it will disappear.

Birthing Chamber

; As soon as you enter you will see some inarticulate mass. It is also: the form that will spawn Belial. Transfer your power to H : Belial (5th degree Curse Control spell). He will also thank you, then he will be upset, and leave you, and also: to deal with you fighting a few demons.

Kill them, and gather their Ancient Magic Stones, and

: follow Belial. To pass the door "attack"

them

A few times with your weapon. Watch out: Time on nai : plays an important role at this level, so don't look around and : too! In the next room, you'll see it again, and you'll see a river of amber flowing with blue sparkles and : on the river. To cross it, you need to hit with arrows: blue generators on the ceiling, to make a hole in the protective field, and pass through it. Of course, that would be too simple without a few demons to keep you company. In the next room there are several columns that go up and down. Belial this time presented you with a depiction of Scotia (your virtuous mother), which you can "soothe" by clicking on it with Ruby of Truth, and if you do not have it you will have to

The road will be Dracle. Ruby of Truth will be back

H prove worth the effort. When you're

done with him,

: save the game, break down the first door, go down the hallway,

: change your weapon to Horn of Belial, and break in

Second, and you will find yourself at the point of final reckoning.

And the best way to beat Belial is to storm him before the poultry can get by and damage you

; fair. Beware: No mortal magic nor

Weapons can't harm him. The ancient magic (5th c.- : stump spells) and the Horn of Belial are the only weapons with which- : ma you can beat it.

and save yourself the magic for Healing spells (you will need it). And the longer you need it, the harder it becomes to win.

Anything, when you kill him, the game ends, and you are

he. [ND

(Belial's Armory :

BETTY to Z-Ek

: Fight against it. Skip over the middle pillar, to the : opposite side (if you are afraid of falling, wit-. : no is save the game). The next room contains a labyrinth." : : traps. There are three types of traps here: stone

Blocks that rise and fall, flame spears that rise and fall, and ice columns that "shine"

and her" sige when you touch them. To get through this area

: you need to do the following: Destroy the stone block, white, and : red ball (as

with the tower in the city, only you

: Slowly rebuilding). The stone block is located

Not far from the entrance to the left,

as soon as you get out of the hall-

and ka, turn left and look up a little,

Run into him, and destroy him with a weapon. Notice

You will know that all the stone blocks have stopped. Then turn around: to the opposite side, and go straight, and you will see white

and a ball, on which use 2nd or 3rd degree Spark

and spell's. it'll remove all the pieces of ice. Then go

; north to the red ball. First Degree Mist of

: Doom's will usually serve in this case. This one

The room is Belial's armory. In all four corners of the room

and there should be very interesting items:

Belial's) Chamber,

: Draconscale Armor, : Draconscale Bracers,

: Draconscale Gauntlets, ; | Ring of Drake Fire.

; What more time did you take : from the awakening of Belial to i: this place, the less things you have left because some ; he managed to take for himself. Take the rest of it. It's going to happen again

Belial: invoke another view to fight with you. This one

(Semi

Evil Luther Solution/Supplement

Most often, when the main face begins to behave like a hero, : : the game begins to "suffocate" him or becomes too heavy, but in H : Guardians of Destiny this is not the case. If you get mean, i: some puzzles will change and almost all conversations- : both ori and cutscene will reflect your new nature. This one

The goal is to play as a good player. Although it's

A lot of locations and puzzles the same for the good guy and the bad guy,

: There are always minor variations on the theme. In Savage Jungle:

: Instead of being friends with the Wild, you can eat them-

: simply slaughtered. This seems to be the key action that determines whether you become a good guy or a bad guy. Guardian: at the entrance to the village of Divlje is still there. When you kill him, you'll find two runestones in his body. If you: take one and put it in your mouth, it will open

and the front door to the village. When you get to Shaman, he will call you a fool and together with his friends attack you in

: Arena. It's going to be a very tough fight. When you kill them, in

In Shaman's body, you will find a green crystal, a recipe for making Lharkon Vapours, and Dracoid Sigil (the key to the cemetery). If you then go to the buildings, south and west, : you will come across a

room with the upper floor raised. : If you light five torches, the stairs will rise all the way to the additional : : rooms. You can unlock the door with a green crystal. In the room: Curse Control spell (lizard), Shaman's napi- and tak, and Dagger of the Empty Hand. You still have to : "do" Dracoid Cemetary to get Silverleaf. : Near the southern temple is another Wild House, but it : is locked and abandoned. If you go to the back: : side of the house and "pounce" on a small opening, you will turn ; into a lizard (using Lizard spell) and enter inside, : Inside are three Ancient Magic Stones, Guardian Orbs, and : another Curse Control spell : (man). In Huline Temple: Since you already have one green : crystal, you will not bother much at this level (around both the body, the spider, and the secret passages), pick up another : green crystal (in the open room behind the chapel) and a flute (in the : kitchen) and go straight to the room with the crystal stands. U : City of the Ancients: Immediately after the battle

with the clone ; Beliala, which you found in the central tower, Bacatta will appear trying to prevent you from reaching : Mantle of the Ancients. From his corpse you can take : : Serpent Staff. In Belial's lab: Since Bacatta is also : dead, you will not see a cutscene where he kills a clone, and : but you will have to deal with him yourself. Do not zabo- ; work with his body to take the Horn of Belial. Later on: Dawn will also appear trying to seduce you, disarm you and : kill you. You have to kill her. In Birthing Chamber: Instead of : fighting with Scotia, you are facing a fight with three Impas, and also: instead of Draracle with Scotia. If you kill Belial, Dracle will try to kill you. He is a much lighter pro- ; opponent than Belial, you can stand next to him and ramble on : him until he dies. The final cut shows how: you become the evil God of Landsa. Some other cutscenes are also possible: if he kills you, or if you do not show up for the battle. Just wait in the armory for a minute or two.

In Lands of Lore 2, a player can pick up many weapons, armor, and magic items. There is also a rich selection of magic available. We bring you a table with a list of all the items and alchemical combinations needed to make magic, which should greatly help you pass the game. You can only read this in our magazine.

WEAPONS

Dagger of Light Stalagmite_

Broken Mace | Plasma Staff | Short Sword

Fine Long Sword

Ax of the Long Arm. Thonan's Great Sword

| Belia

Stroke Dagger Rock | Throwing Dagger |

light Crossbow Longbow Defender | Ax of the Long Arm | Crossbow Snare

Dagger of Light Plasma Staff Long Bow Shift Valkyrje Grea | Noble Valkyrle Crossb, Crossbow Myriad | DakBow —

PE

Dagger of the Empty Hand

Dagger of the Empty Hand 36

THE POWER OF MAGICAL POWER

Lightning

Double shot

25. | Returns to Hand 32. |Network

Returns to Hand 50 Burns Crystals 67._| Triple Shot 78. |Iskra (Spark) 93 Fireball Shoots Ice Crystals | Fireball, Trost Triple shot Chain lightning, triple shot

It sucks life.

NLAL ITF

SOME OF THESE ITEMS HAVE FEATURES THAT ARE QUITE DIFFICULT TO DETECT.

FEATURE SUBJECT

Aloe Ancient Magic Stone Brook Flounder

Cave Aloe

Champion Stone Dragon's Blood

Fire Crystal

Force Pod

Guardian Orb

Ice Seed

Iron Rod

Jeweled Scarab Lamplight Eggs Lharkon Vapours Lightning Crystal Manafoil

Mind Quster Netof Exile Pod of Changeling Poison Paint

Allows access to level 5 of magic Create a window that allows you to see behind you

Treat

Boosts power by 20. :. When you use it, it'll explode after 5 seconds. It allows Fireball to access level 5 of magic. Create a sword that hits your opponent Make a Stalagmite in front of you Kachi

Bom

You see in the dark

Sleeping Lhatkon

Throws Spark :

It restores your magical energy

Discover the whole map

The chase when you use it on some poultry B changes you into a beast with maximum power poisons your weapons

Convert Spark to Fireball Group

Destroy "illusionary" beings

Make a Stalagmite in front of you

Turn any creature into stone

Drop the spell Blizzard

Heals from poison

Reduces damage

ARMOR Burnt Mail Shirt - _Plate Mail Breastplate

Reflective Plate Mail

Obsidian Mail Dragonscale Armor

| Coward's Target Shield | Stone Bracers of the Dead Bracers of Valor Damaged Orc Shield

Gargoyle Bracers Shield

Death Stroke Draconfire Bracers Fire Shield

PROTECTIVE OBJECTS

Coco's Cap

Colin's Amulet Gauntlets of Might Helin's Ring

Ivory Chip

Kieran Circlet

Power Orb

Stone Cobra Ring. of Drake Fire Ring of Regeneration Kenneth's Girl Bezoar ring

Dragon Gem

Greater Bezoar Ring Dragonscale Gauntlets Kenneth's Charm

Acid Sac

Amber

Amber

Black Lichin

Gorgonite Nodules

Lamplight Eggs Lamplight Eggs Mandrake Root Point Paint

+|414 &Ikletk Kiki

PROTECTION 0

o

Inje VM RE

PROTECTION

Many ingredients combine to give a much stronger magical combination.

Champion Stone Ironwood Sap

Venom

Gorgonite Nodules Rainbow Sulfites Tar Crystals.

Venom

Wild One Serum

MAGICAL POWER

30 Refuses magical attacks

The MAGICAL POWER of Invisibility

Talking to the dead Allows the use of Traitor

Reduce fire damage Reduces fire damage

MAGICAL POWERS

It puts you to sleep

222

+5 Power

Increases the rate of attack in the form of a beast amplifies the flaw

22

m

You're sinking slower in the water

Spark spell becomes Fireball

| Constant Healing; Resurrection +1 Power

Accelerates attacks in the form of lizards

+10 Power

Pod of the Changeling \Champion Stone | War Cluster .Stone of the Gorgon Mind Cluster Acid Sac Poison Paint

Pyra Pod

Force Pod

Manafoil

Lharkon Vapours

Sac

Sac